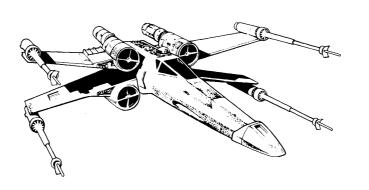
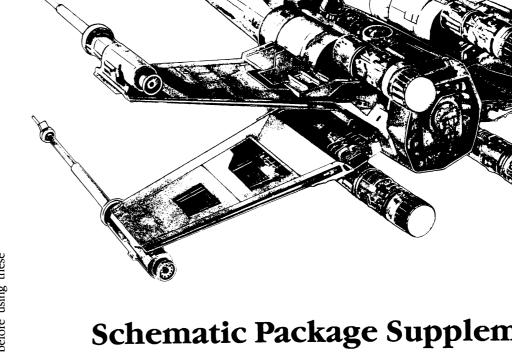


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Schematic Package Supplement to

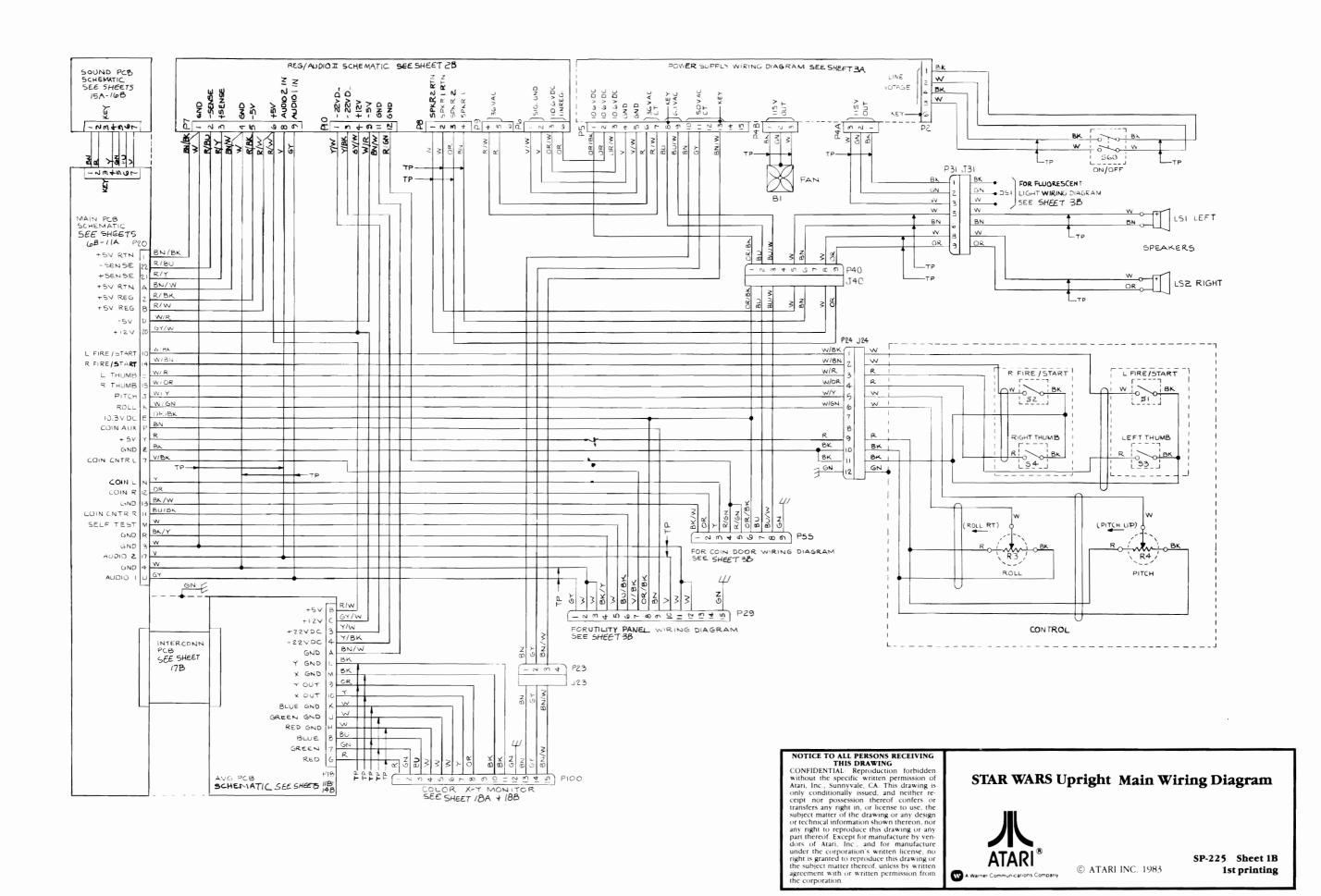


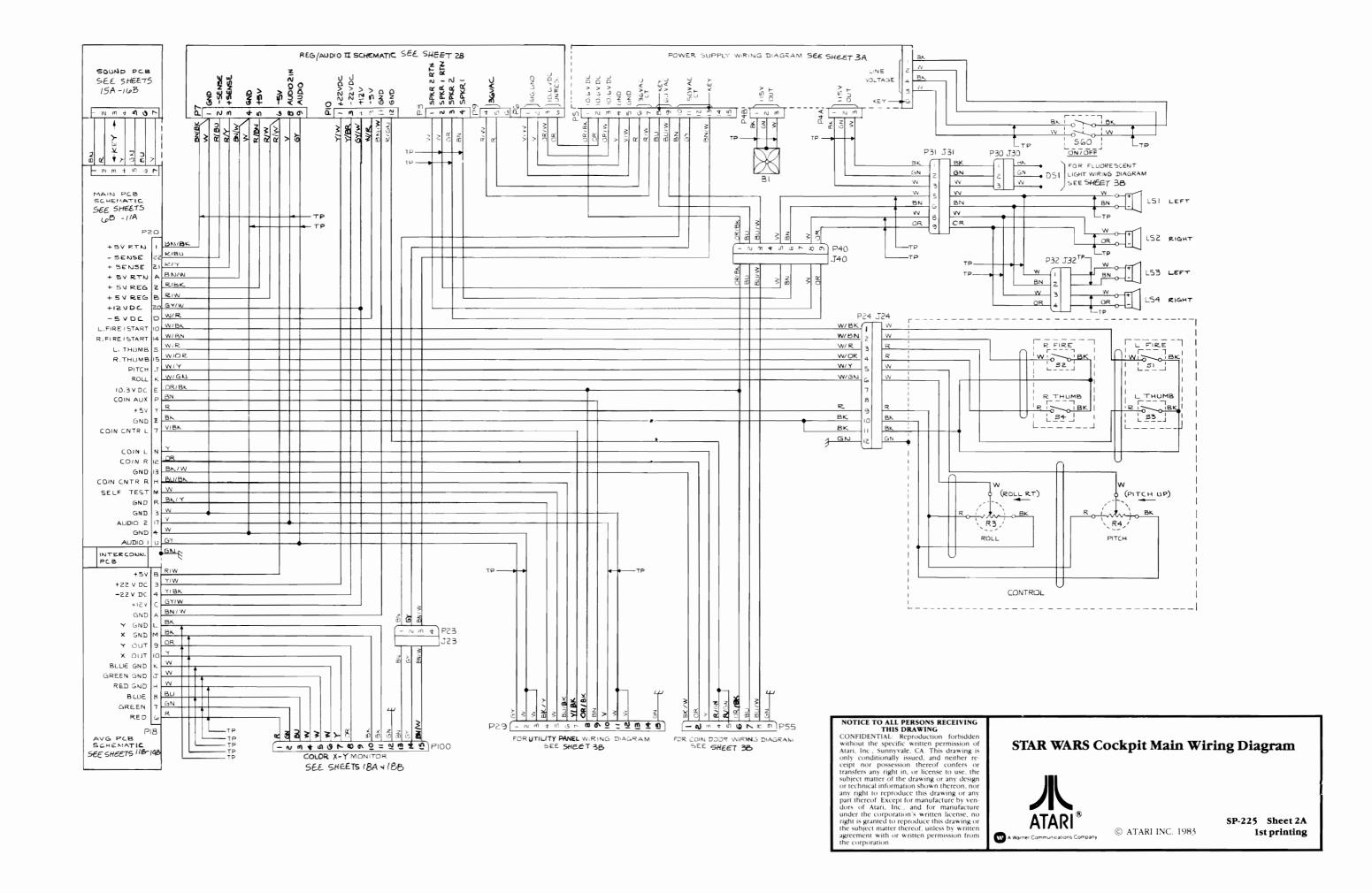
Operators Manual

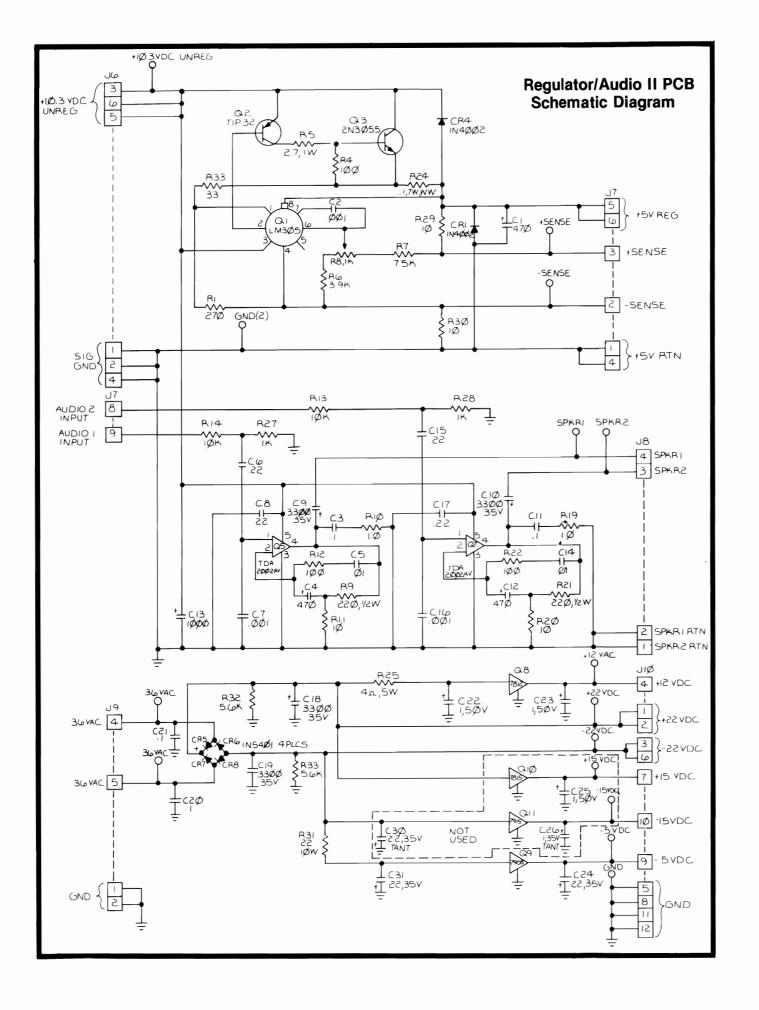
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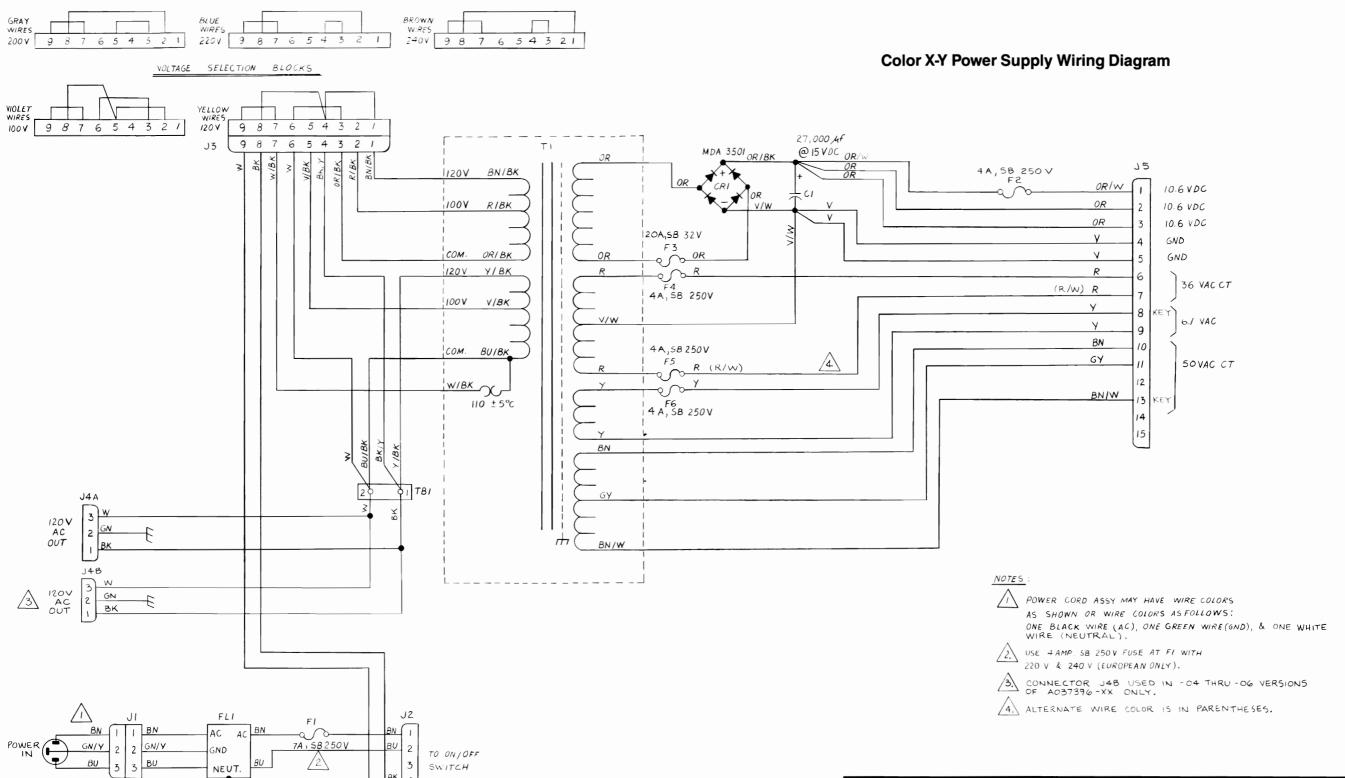


STAR WARS Regulator/Audio II PCB



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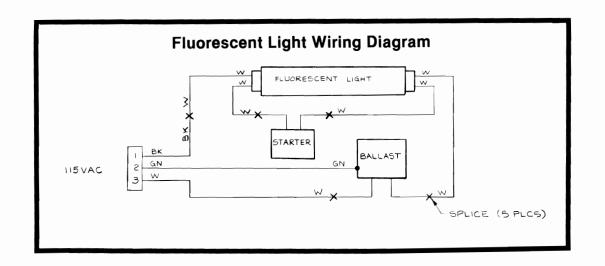
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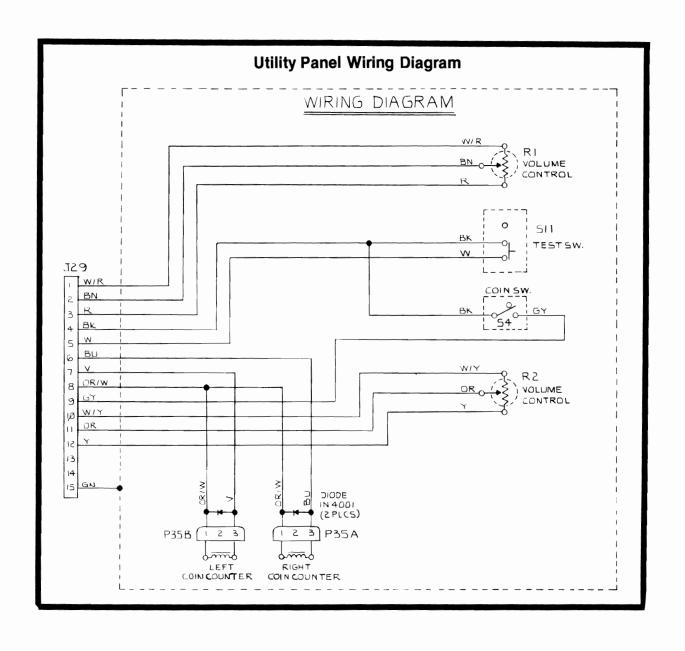


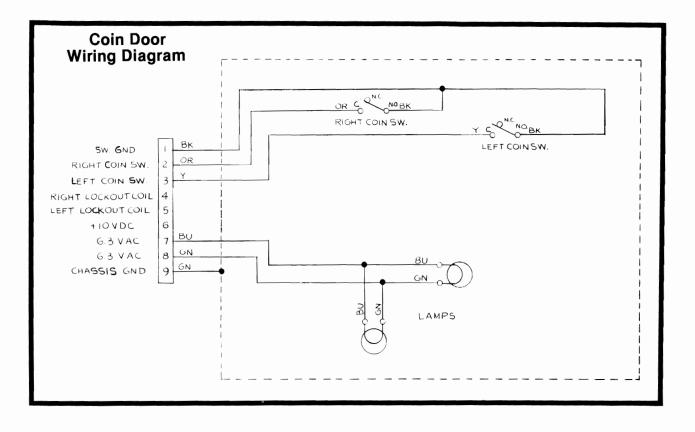
STAR WARS Color X-Y Power Supply Wiring Diagram



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STAR WARS Game Interfaces



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HEXA- DECIMAL					ΑI	ODR	ESS	BUS	SIG	NAI	LIN	ES				_	READ/		DAT	A BI	US SI	GN	AL L	INES	s	
ADDRESS	A15	A14	A13	A12									A3	A2	A1	A0	WRITE									FUNCTION
0000-07FF	0	0	0	0	0	A	A	A	A	Α	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	VRAM0
0800-0FFF	0	O	O	0	1	A	A	A	A	Α	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	VRAM1
1000-17FF	0	0	O	1	O	A	A	A	A	A	A	A	A	Α	A	A	R/W	D	D	D	D	D	D	D	D	VRAM2
1800-1FFF	0	O	O	1	1	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	VRAM3
2000-27FF	0	O	1	0	0	A	A	A	A	Α	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	VRAM4
2800-2FFF	0	O	1	0	1	A	A	A	A	A	Α	Α	Α	Α	A	A	R/W	D	D	D	D	D	D	D	D	VRAM5
3000-3FFF	0	0	1	1	A	A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D	VROM
4300	0	1	0	0	0	0	1	1	0	0	0						R	D								LEFT F/S
	0	1	O	0	O	0	1	1	0	0	0						R		D							RIGHT F/ S
	0	1	O	0	O	0	1	1	0	O	O						R			D						SPARE 1
	0	1	O	0	O	0	1	1	0	O	0						R				D					SELF-TEST
	0	1	O	0	O	0	1	1	0	O	0						R					D				SLAM
	0	1	0	0	O	0	1	1	O	O	O						R						D			COIN AUX
	0	1	O	0	O	0	1	1	0	0	O						R							D		COIN L
	0	1	0	0	0	0	1	1	0	0	0						R								D	COIN R
4320	0	1	0	0	0	0	1	1	0	0	1						R	D								MATH RUN
	0	1	0	0	0	0	1	1	O	O	1						R		D							VGHALT
	0	1	O	0	O	0	1	1	O	O	1						R			D						LEFT THUMB
	0	1	O	0	O	0	1	1	0	O	1						R				D					RIGHT THUMB
	0	1	O	0	0	0	1	1	0	O	1						R					D				SPARE 2
	0	1	0	0	0	0	1	1	0	O	1						R						D			DIAGN
	0	1	O	0	0	0	1	1	O	O	1					•	R							D		Unused
	0	1	0	O	O	0	1	1	0	0	1						R								D	Unused
4340	0	1	0	0	0	0	1	1	0	1	0						R	D	D	D	D	D	D	D	D	OPT 0
4360	0	1	0	0	0	0	1	1	0	1	1						R	D	D	D	D	D	D	D	D	OPT 1
42.00		1	0	0	0	0	,	,	,	0	0						, p	_	Б	D	D	D	D	D	D	ADC
4380	0	1	0	0	0	0	1	1	1	0	0						R	D	D	D	D	D	D	D	D	ADC
4400	0	1	0	O	0	1	O	O								O	R	D	D	D	D	D	D	D	D	MAINREAD
	0	1	0	0	0	1	0	0								0	W	D	D	D	D	D	D	D	D	MAINWR
4401	0	1	0	0	0	1	0	0								1	R	D								MAIN READY FLAG
	0	1	O	0	O	1	0	0								1	R		D							SOUND READY FLAG
4500–45FF	0	1	0	0	0	1	0	1	A	A	A	A	A	A	A	A	R/W					D	D	D	D	NOVRÁM

STAR WARS Memory Map -part 1



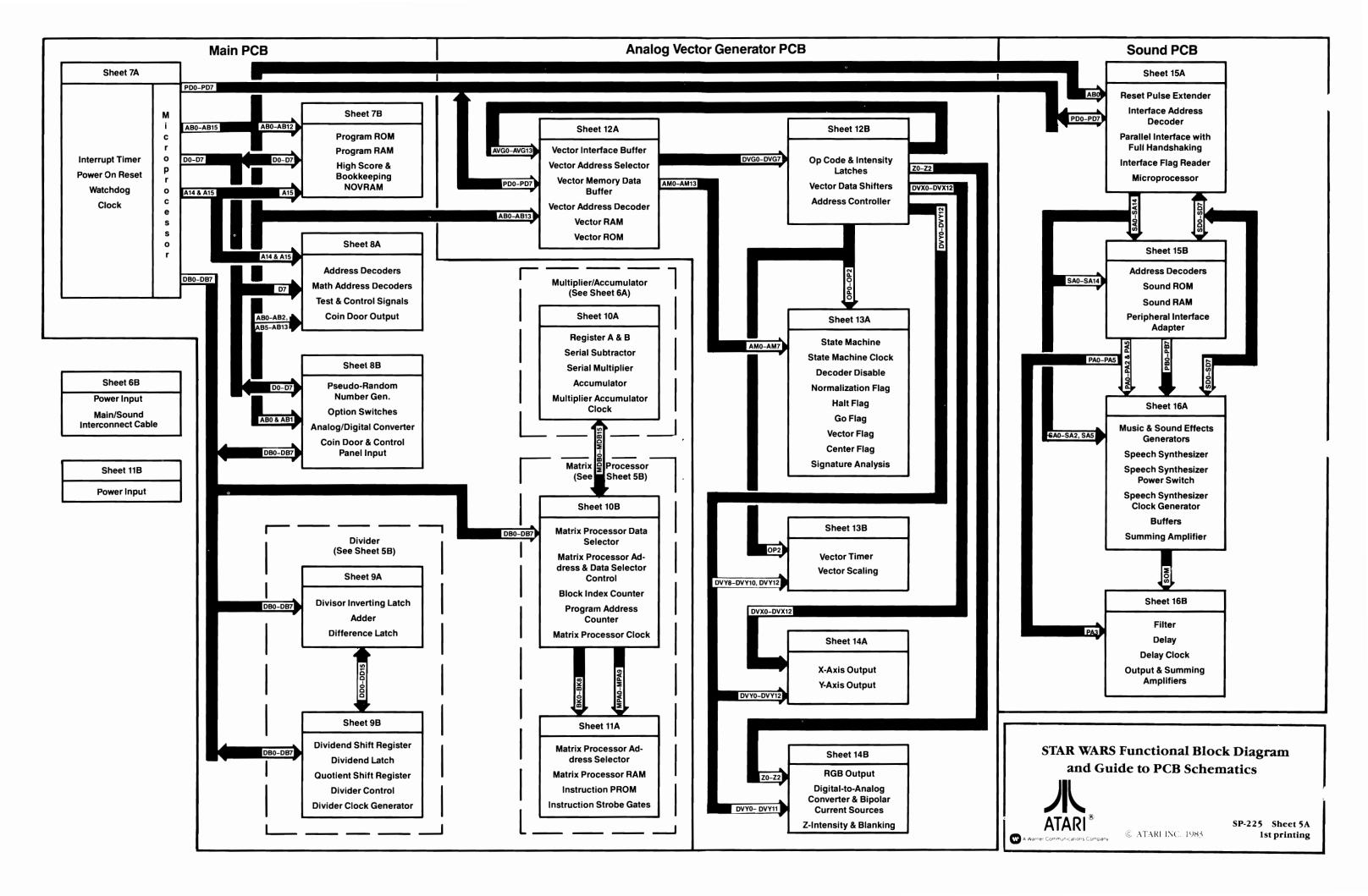
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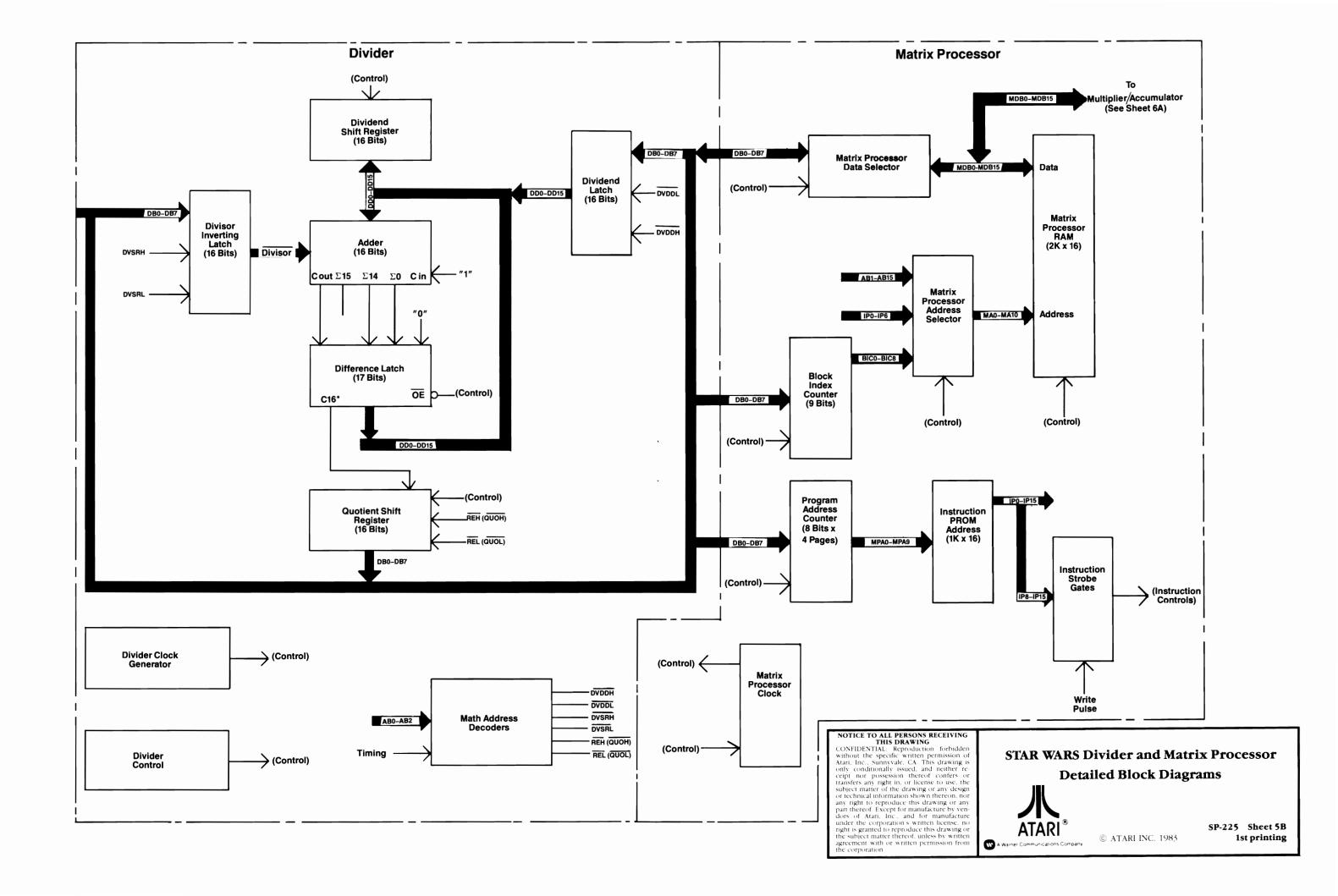
HEXA- DECIMAL ADDRESS	A15	A 14	A13	6 A12						NAL A6		-	A3	A2	A1	AO	READ/ WRITE			A BU D5						FUNCTION
4600 4620 4640 4660	0 0 0 0	1 1 1	0 0 0 0	0 0 0 0	0 0 0 0	1 1 1 1	1 1 1 1	0 0 0 0	0 0 0 0	0 0 1 1	0 1 0 1						W W W									EVGGO EVGRES WDCLR IRQCLR
4680 4681 4682 4683 4684 4685 4686 4687	0 0 0 0 0 0 0	1 1 1 1 1 1 1	0 0 0 0 0 0	0 0 0 0 0 0 0	0 0 0 0 0 0 0	1 1 1 1 1 1 1	1 1 1 1 1 1 1	0 0 0 0 0 0 0	1 1 1 1 1 1 1	0 0 0 0 0 0 0	0 0 0 0 0 0 0			0 0 0 0 1 1 1	0 0 1 1 0 0 1 1	0 1 0 1 0 1 0	W W W W W W	D D D D D D								COIN CNTR 2 COIN CNTR 1 LED 3 LED2 SASS PRNGCLR LED 1 RECALL
46A0 46C0 46C1 46C2	0 0 0 0	1 1 1 1	0 0 0 0	0 0 0 0	0 0 0 0	1 1 1 1	1 1 1 1	0 0 0 0	1 1 1 1	0 1 1 1	1 0 0 0				0 0 1	0 1 0	W W W									ADCSTART 0 ADCSTART 1 ADCSTART 2
46E0	0	1	0	0	0	1	1	0	1	1	1						W									SOUNDRST
4700 4701	0 0 0	1 1 1	0 0 0	0 0 0	0 0 0	1 1 1	1 1 1	1 1 1						0 0 0	0 0 0	0 .	R W R	D D D	D D D	D D D	D D D	D D D	D D D	D D D	D D D	REH MWO REL
4702 4703 4704 4705 4706	0 0 0 0 0 0	1 1 1 1 1	0 0 0 0 0 0	0 0 0 0 0	0 0 0 0 0	1 1 1 1 1	1 1 1 1 1	1 1 1 1 1						0 0 0 1 1	0 1 1 0 0	1 0 1 0 1 0	W W R W W	D D D D	D D D D	D D D D	D D D D	D D D D	D D D D	D D D D	D D D D D	MW1 MW2 PRNG DVSRH DVSRL DVDDH
4707 4800–4FFF	0	1	0	0	0	1 A	1 A	l A	A	A	A	A	A	1 A	1 A	1 A	W R/W	D	D D	DVDDL RAM						
5000-5FFF	0	1	0	1	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	MBRAM
6000–7FFF 8000–9FFF A000–BFFF C000–DFFF E000–FFFF	0 1 1 1 1	1 0 0 1 1	1 0 1 0 1	A A A A	A A A A	A A A A	A A A A	A A A A	A A A A	R R R R	D D D D	D D D D	D D D D	D D D D	D D D D	D D D D	D D D D	D D D D	ROM 0 ROM 1 ROM 2 ROM 3 ROM 4							

STAR WARS Memory Map -part 2

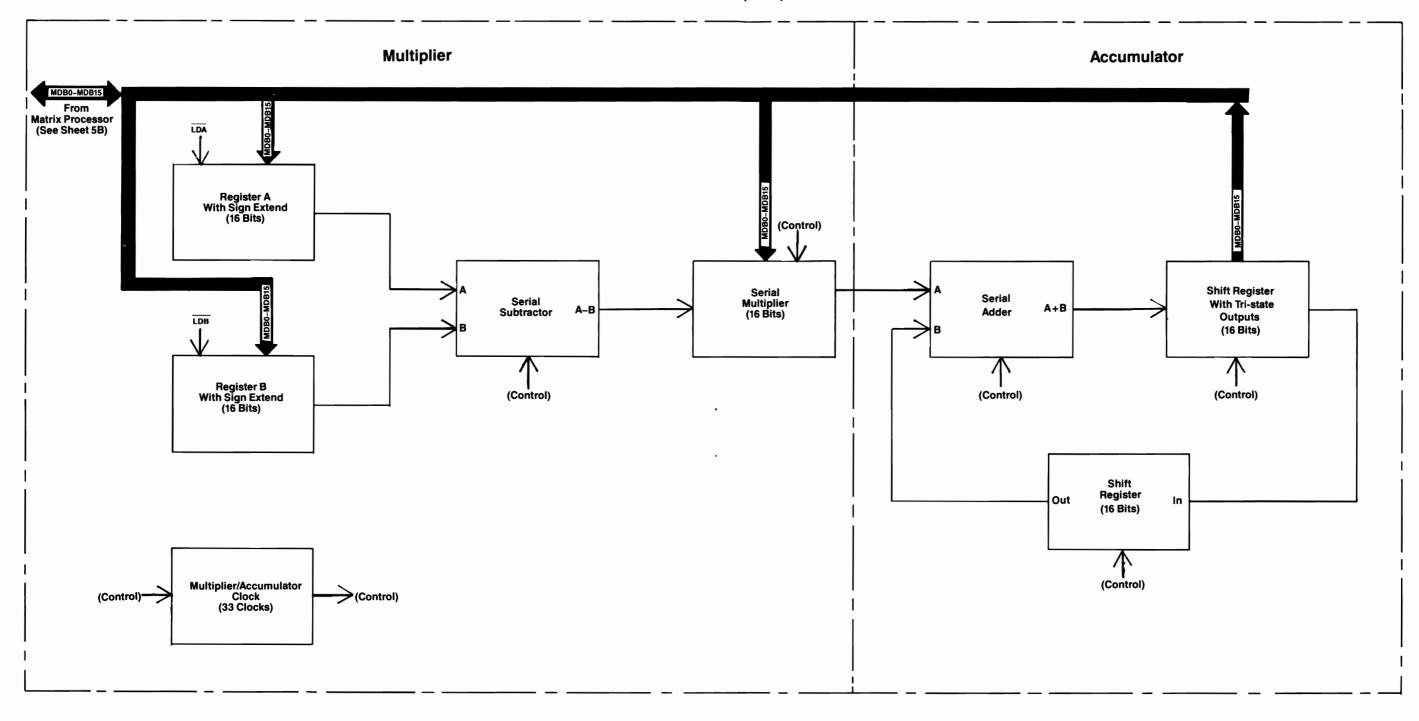


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Multiplier/Accumulator $ACC = ACC + (A-B) \times C$



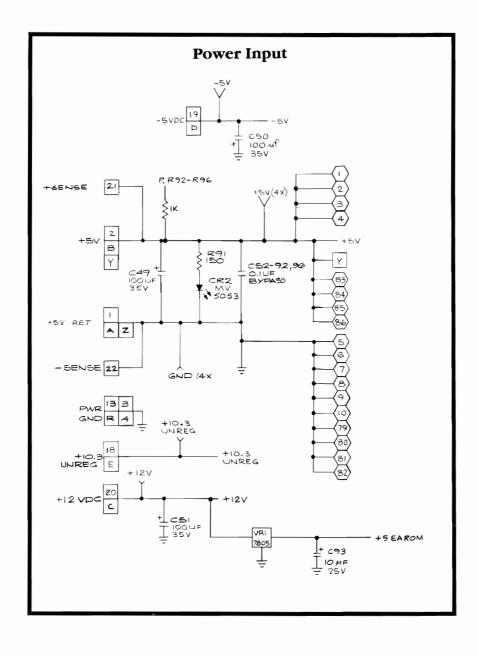
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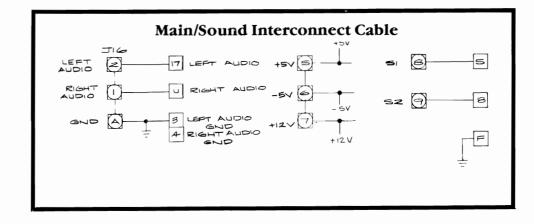
STAR WARS Multiplier/Accumulator **Detailed Block Diagram**



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NOTE

- = J20 CONNECTOR
- O = TEST CONNECTOR
- 0 = JI7 CONNECTOR
- □ = JI6 CONNECTOR

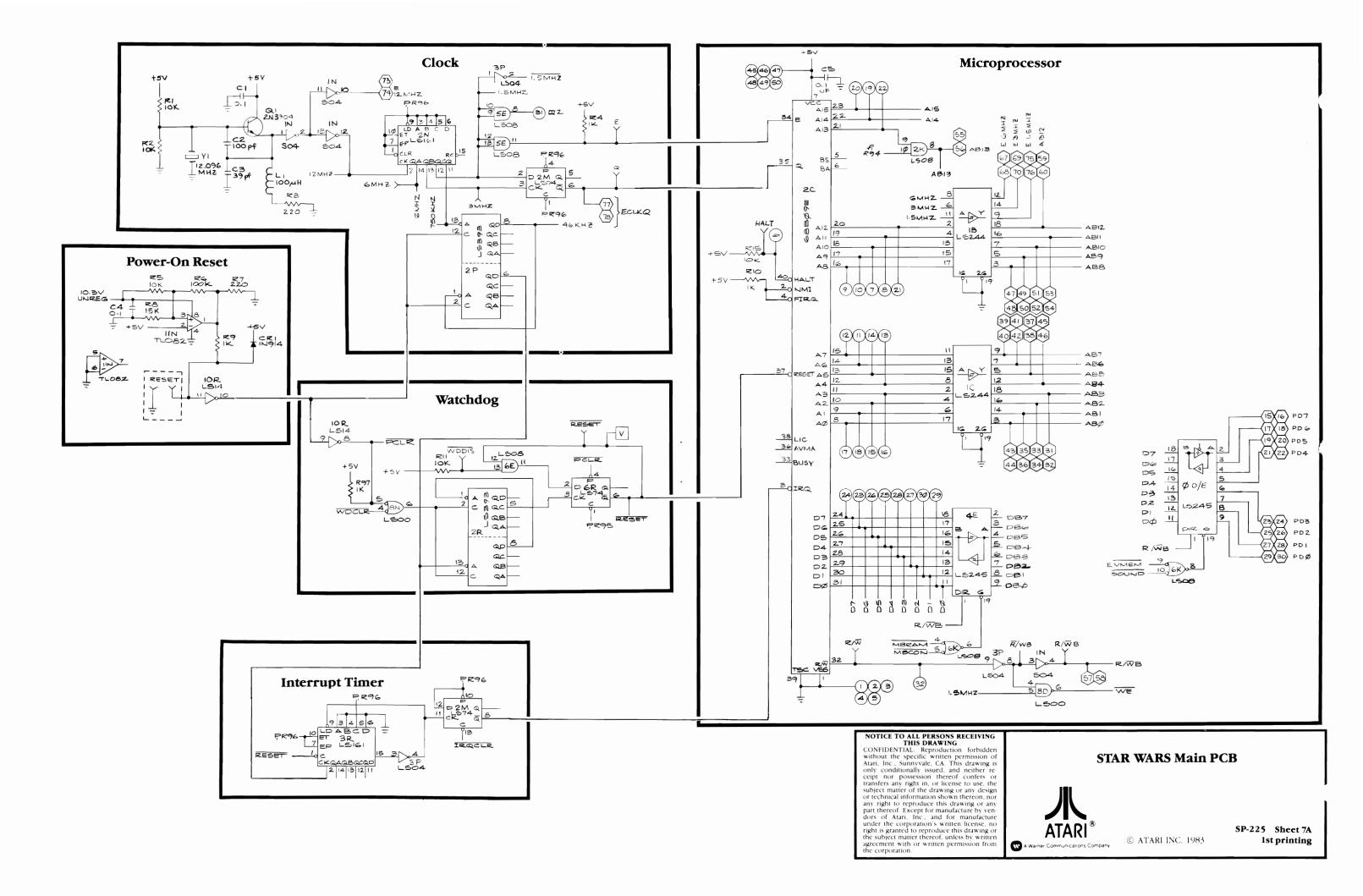
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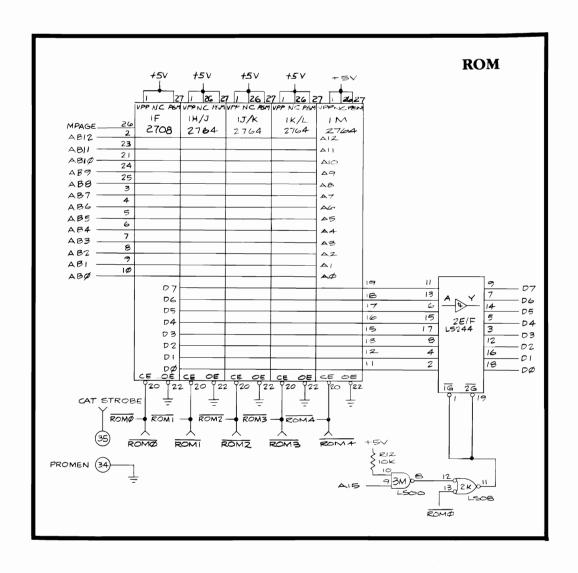
STAR WARS Main PCB

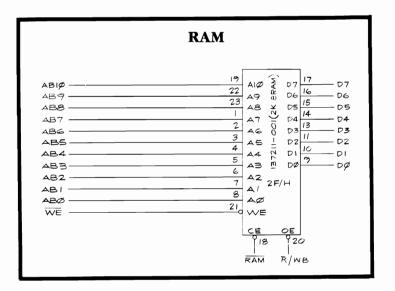


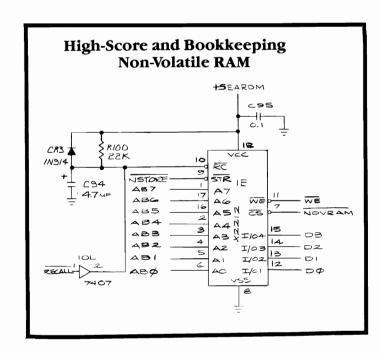
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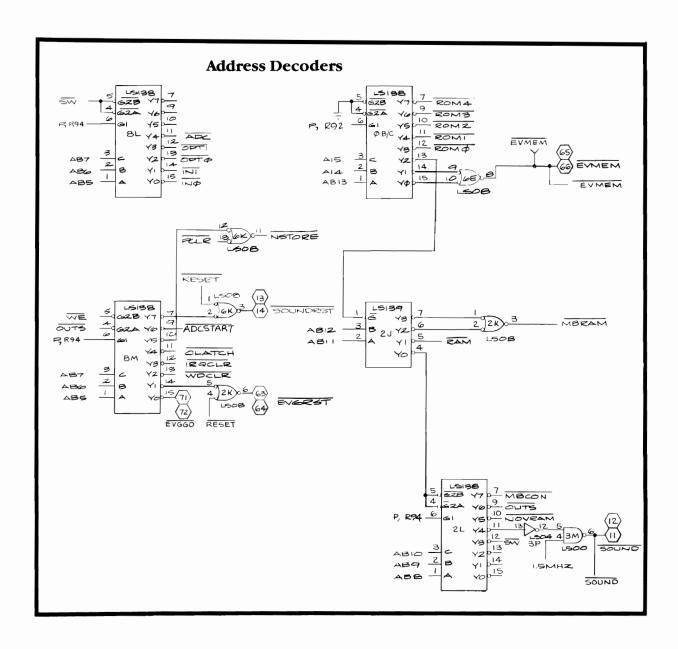


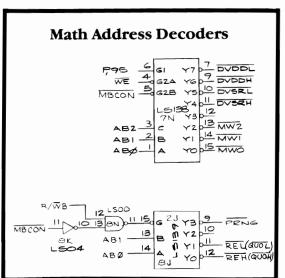
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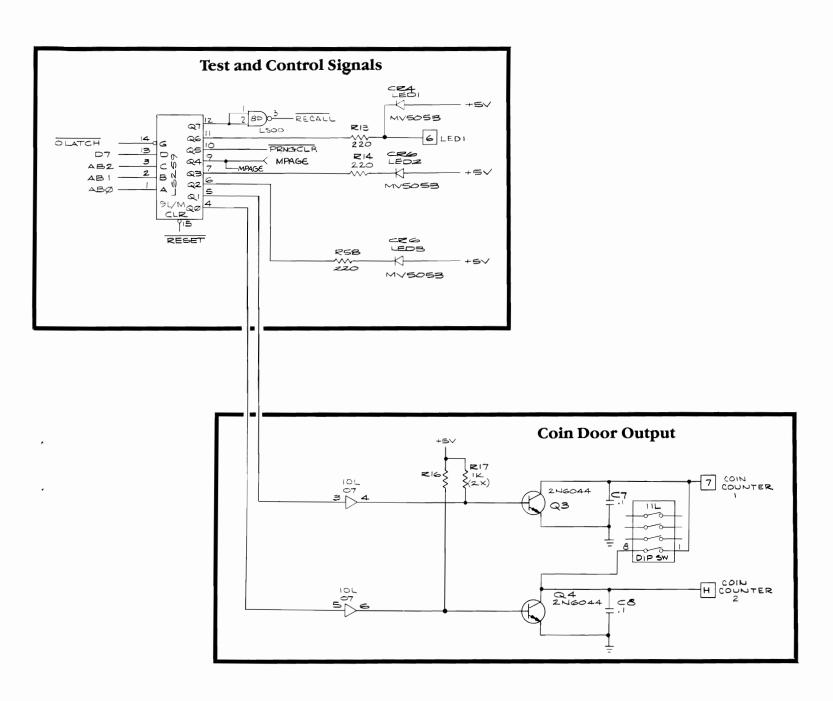


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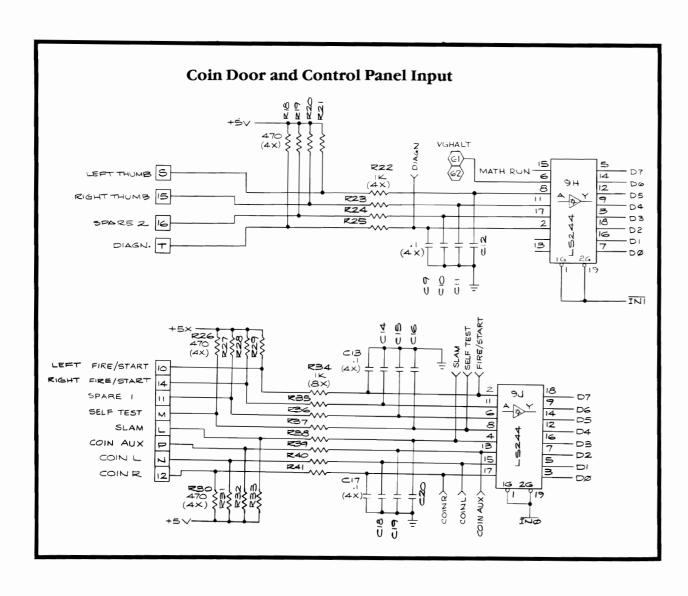


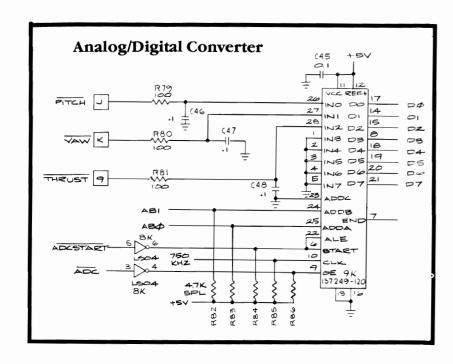
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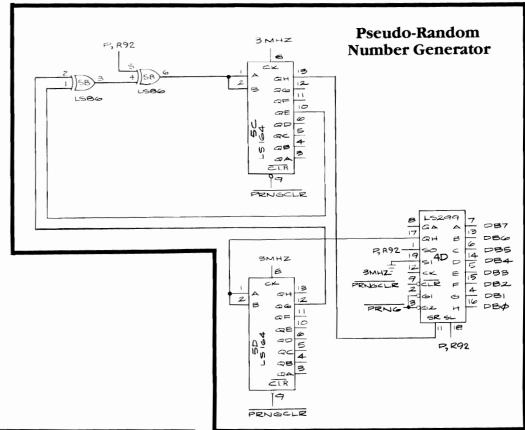


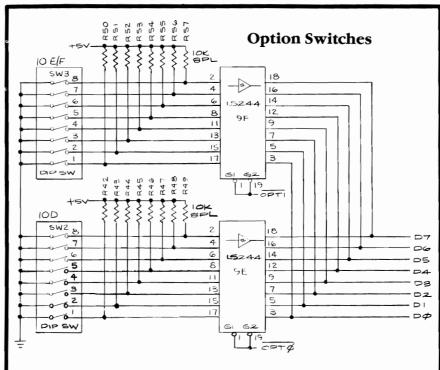
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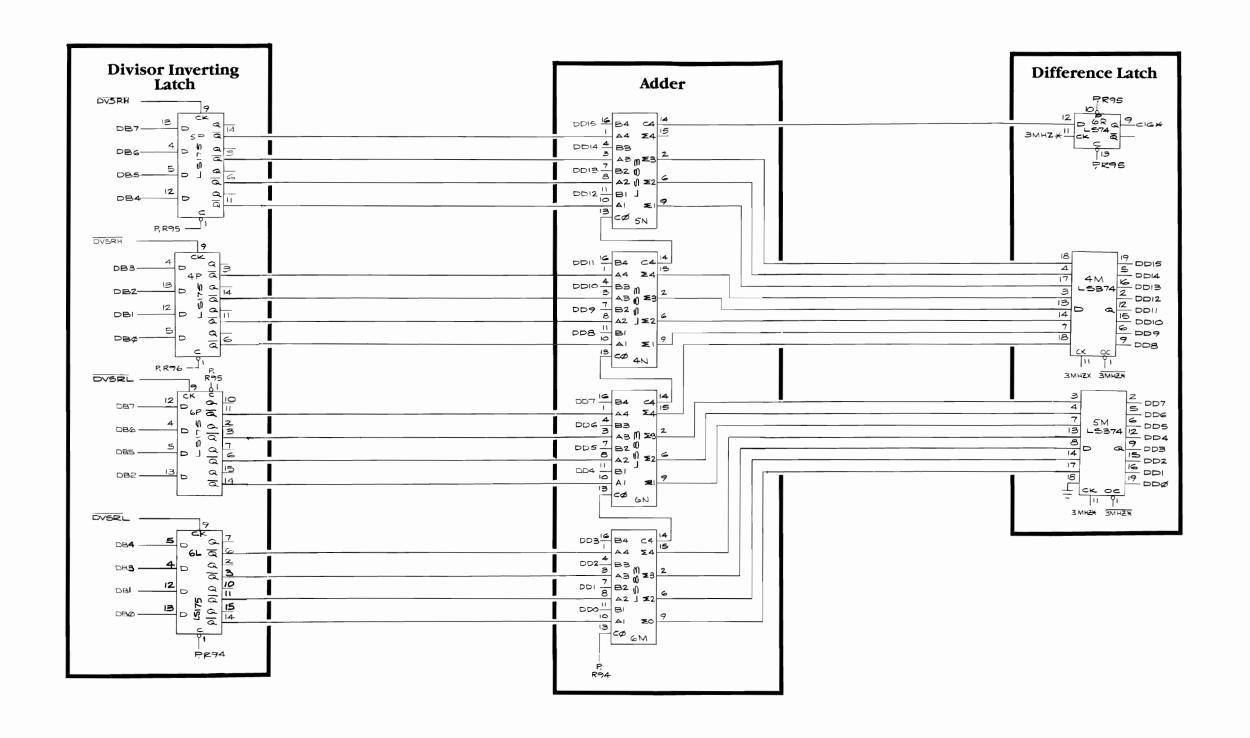


STAR WARS Main PCB



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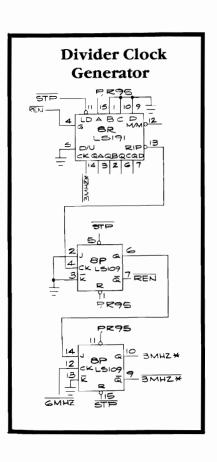


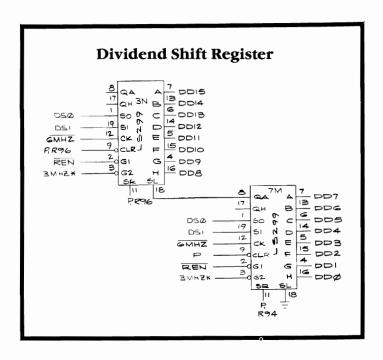
STAR WARS Main PCB

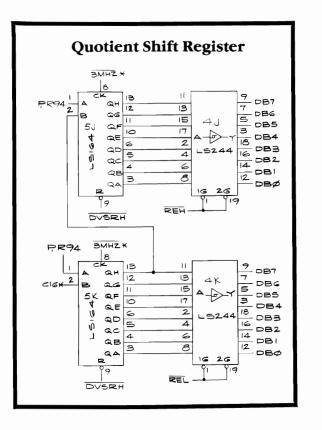


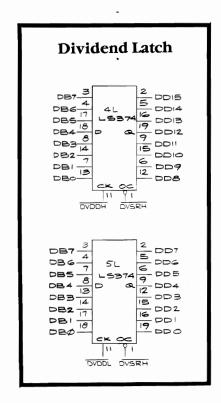
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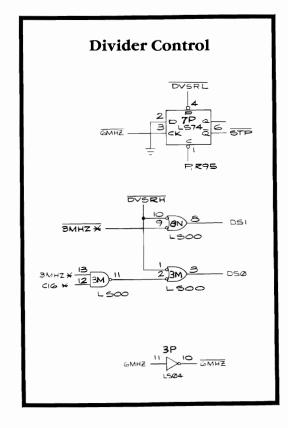
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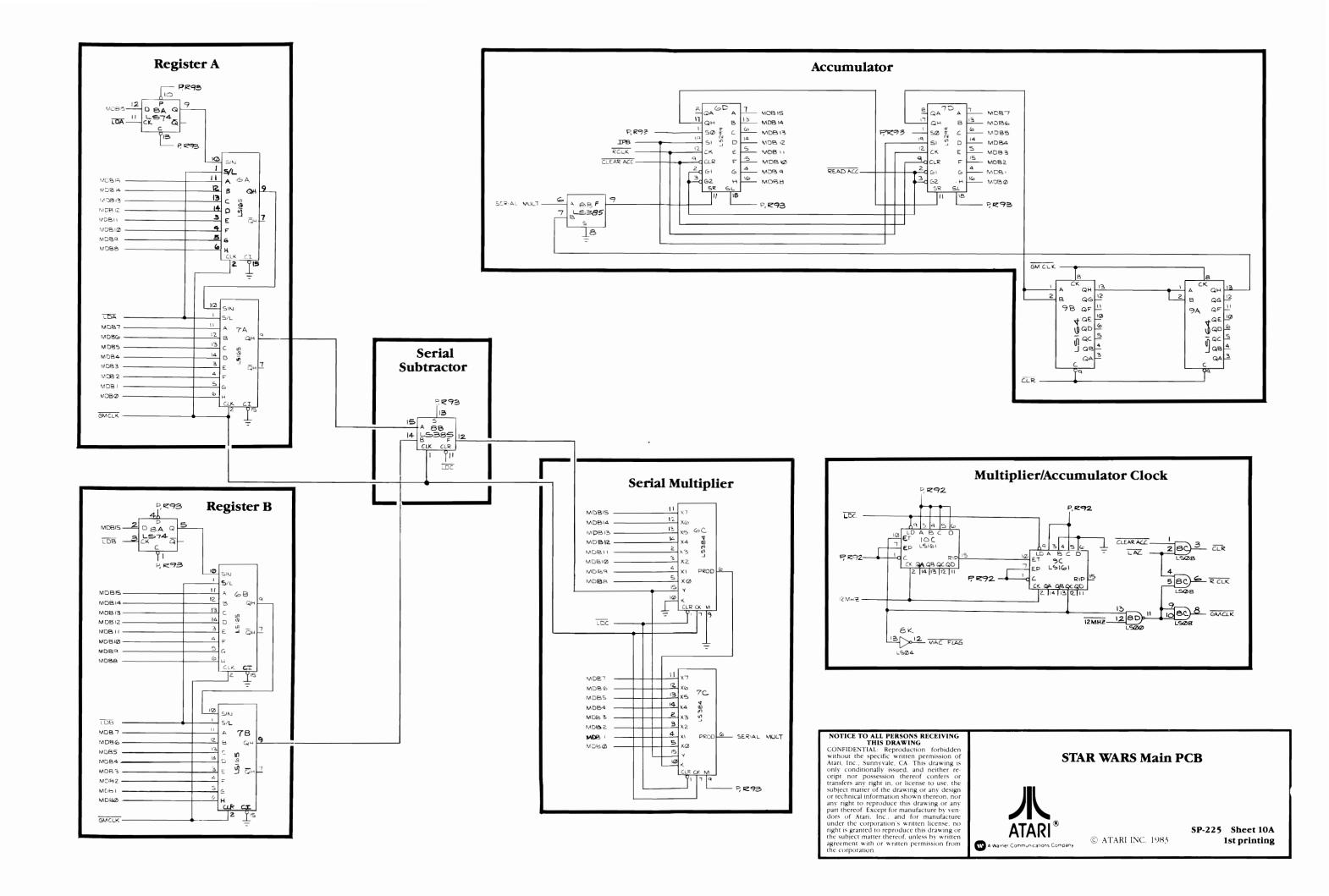


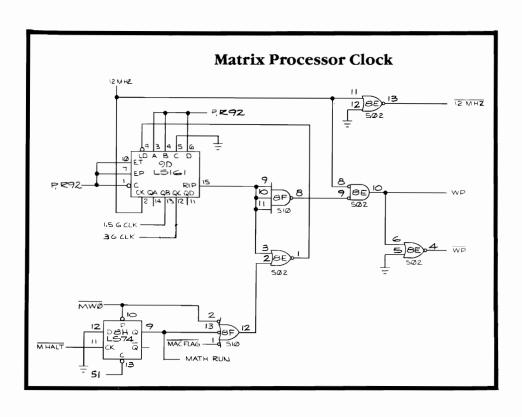
STAR WARS Main PCB

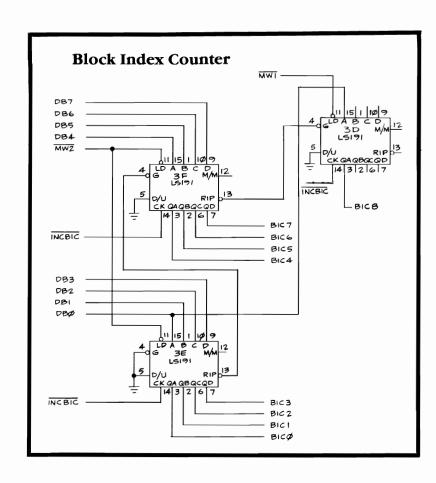


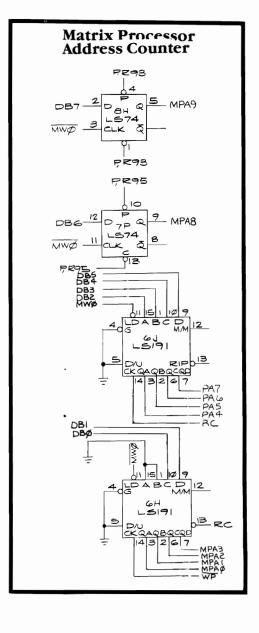
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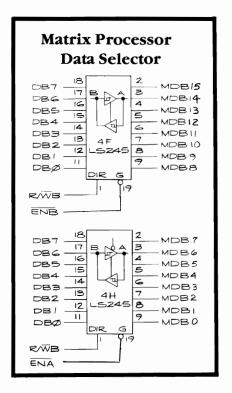
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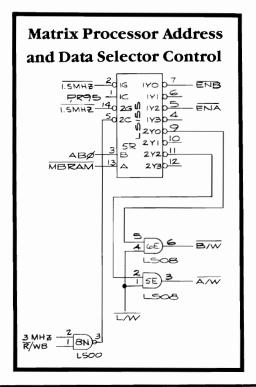










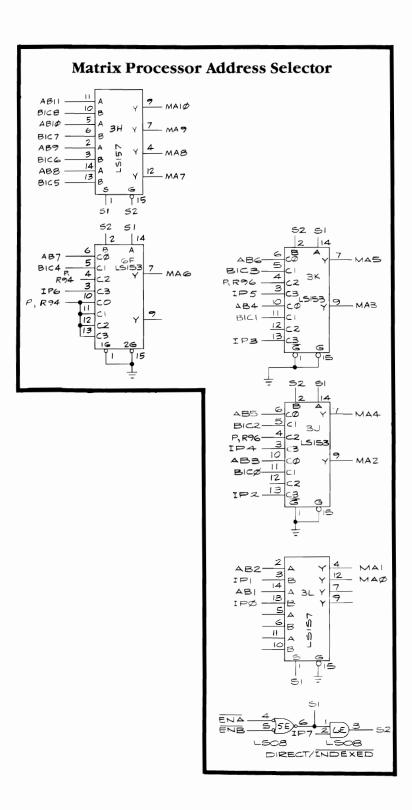


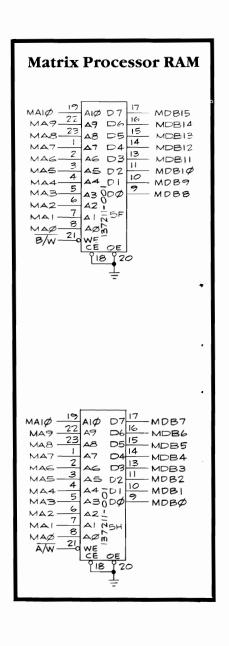
STAR WARS Main PCB

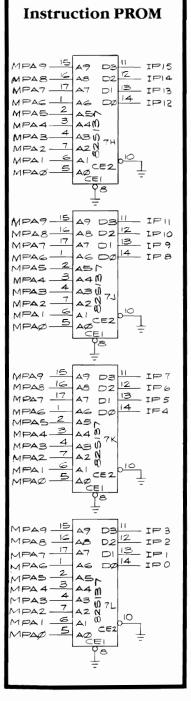


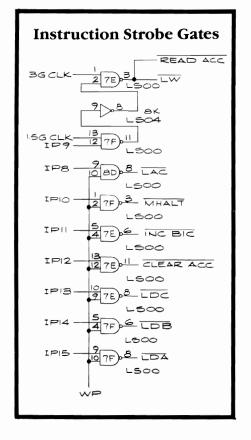
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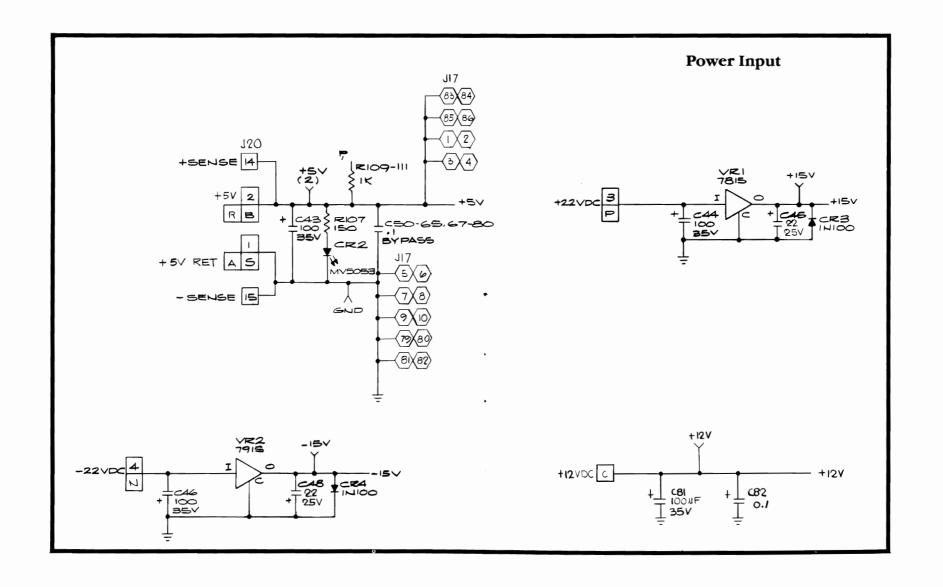
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STAR WARS Main PCB



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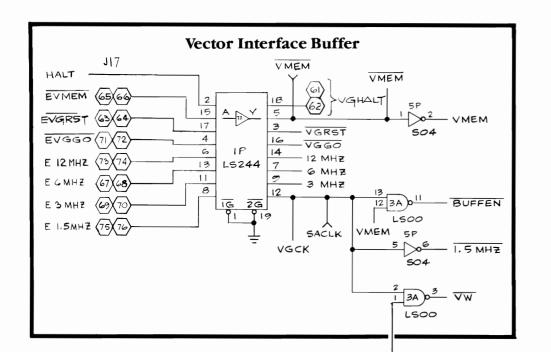
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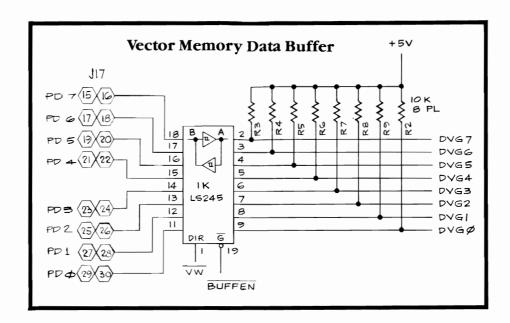


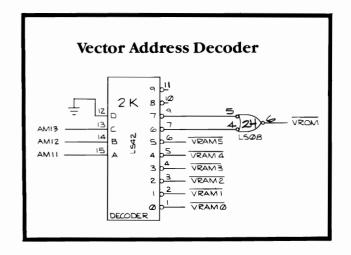
STAR WARS Analog Vector-Generator PCB

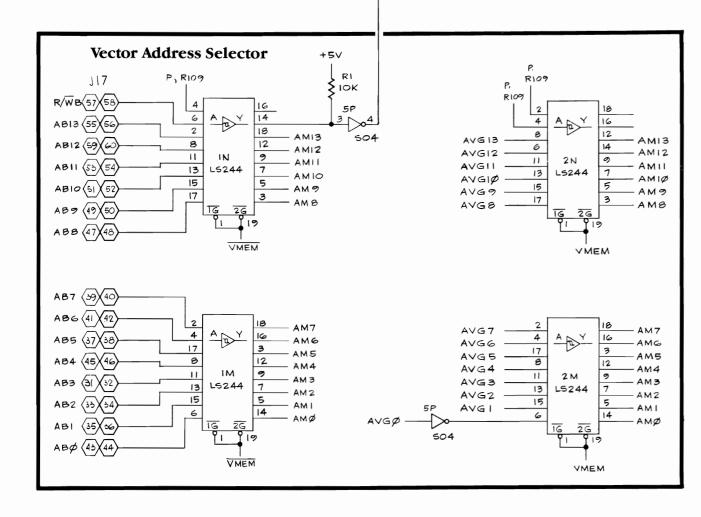


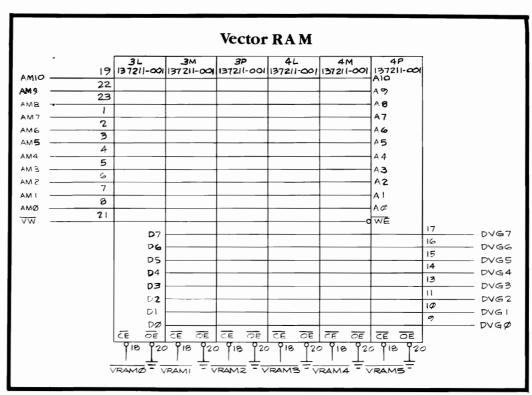
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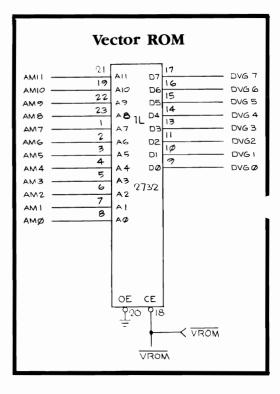












the corporation

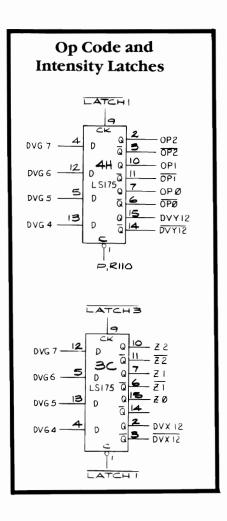
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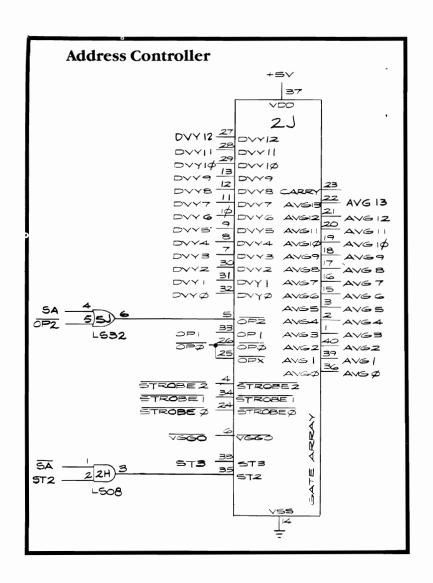
STAR WARS Analog Vector-Generator PCB

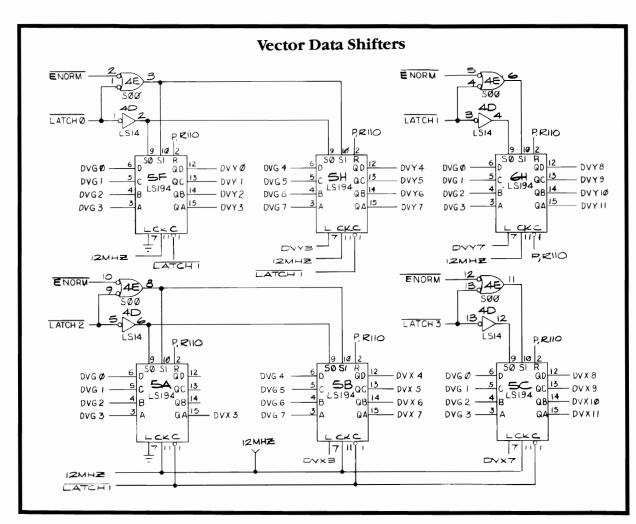


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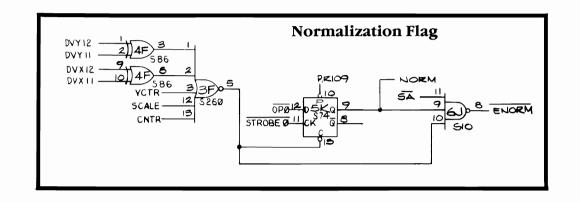


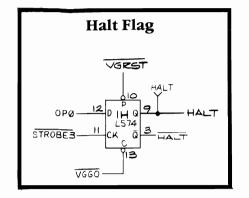


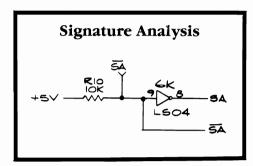
STAR WARS Analog Vector-Generator PCB

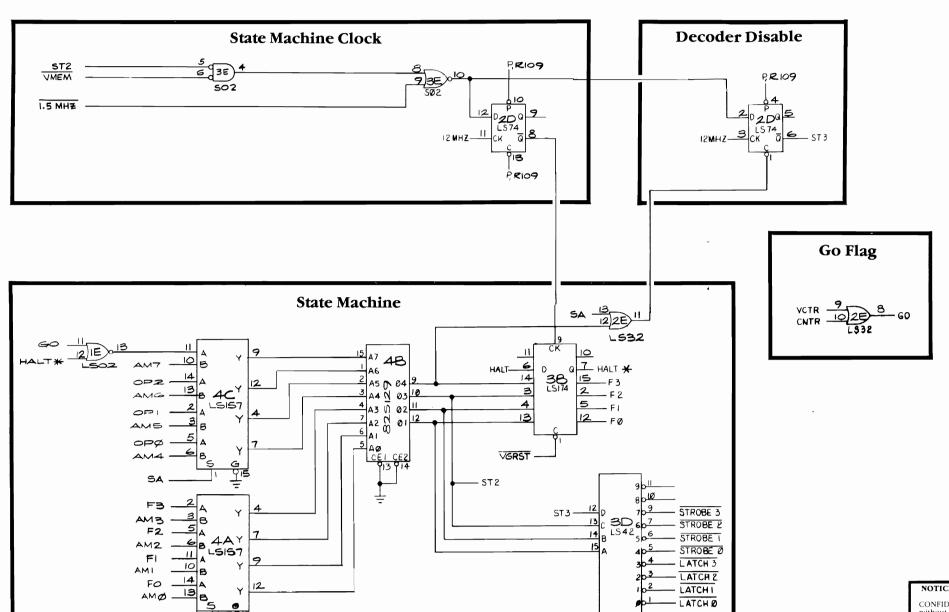


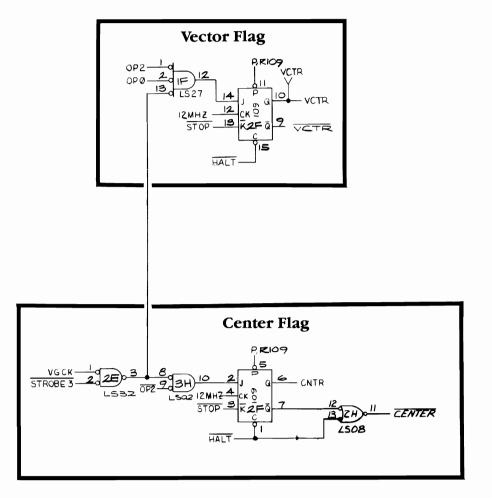
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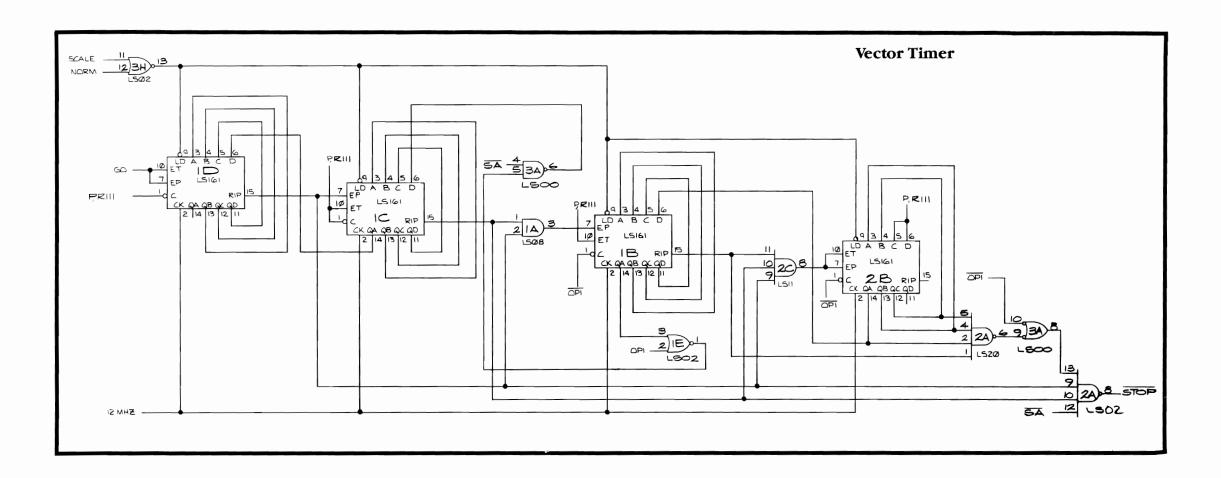


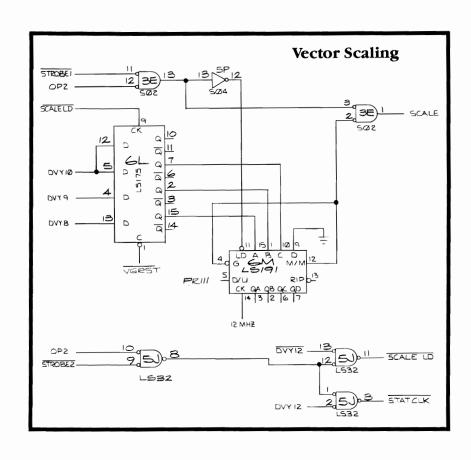
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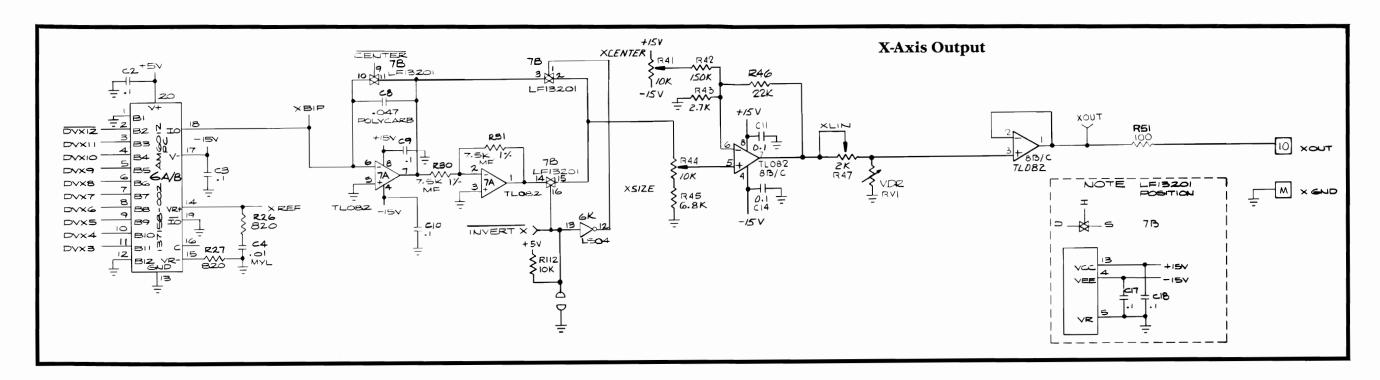


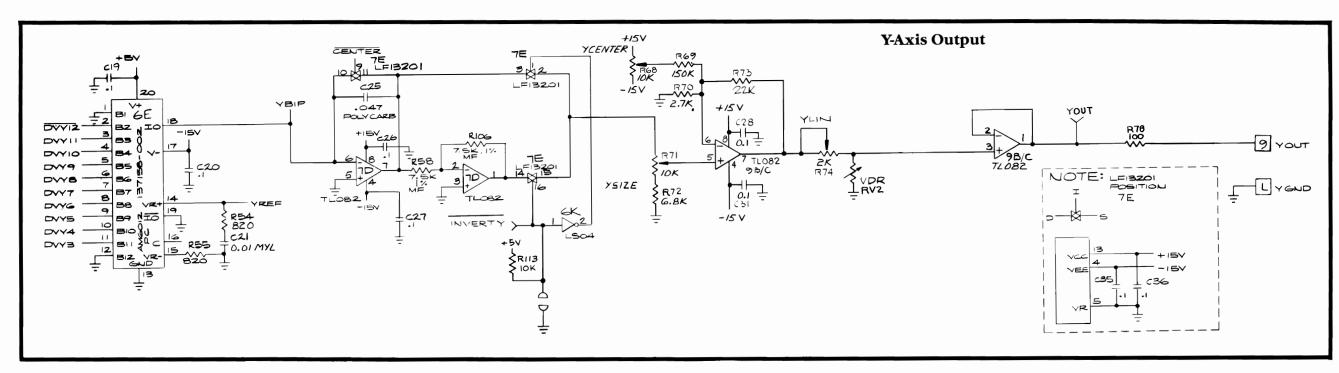
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X and Y Video Adjustments

centering, and linearity:

- 1. Set the game to the Self-Test Mode and select the Cross-4. hatch Pattern Display as described in Chapter 2 of the game manual.
- 2. Adjust XCENTER (R41) and YCENTER (R68) so that the crosshatch pattern is centered on the screen.
- Perform the following procedure to adjust the display size, 3. Adjust XSIZE (R44) and YSIZE (R71) so that the crosshatch pattern covers the entire visible screen area.
 - Adjust XLIN (R47) and YLIN (R74) so that the diagonal lines are straight and the diamond-shaped squares are symmetrical. Since the linearity potentiometers change the size of the display, it may be necessary to repeat step 3 to obtain the correct display.

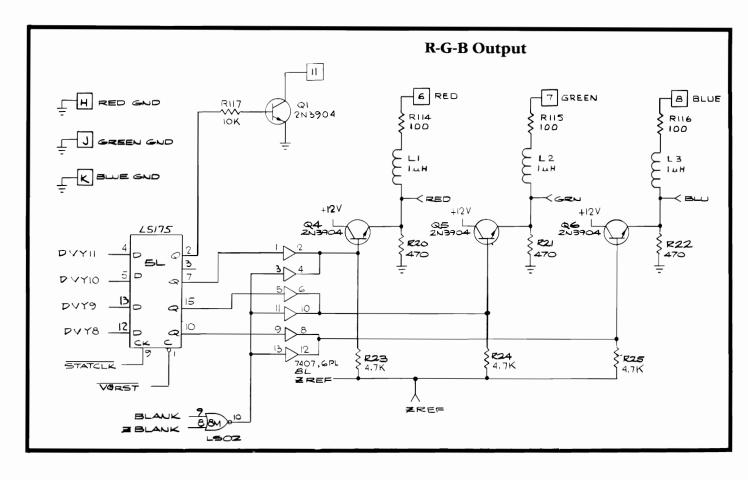
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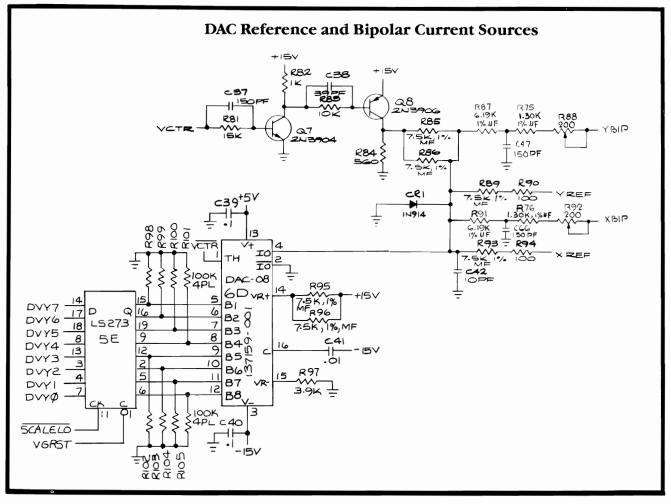
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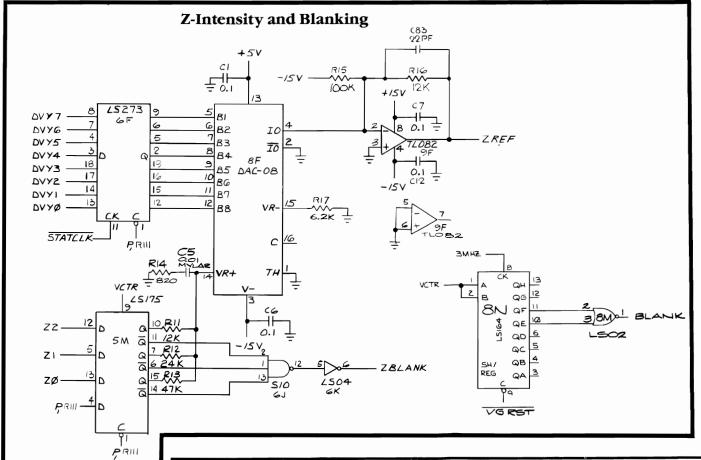




Bipolar Offset Adjustments

Perform the following procedure to adjust the bipolar offset current:

- 1. Set the game to the Self-Test Mode and select the Bipolar Offset Test Display as described in Chapter 2 of the game manual.
- 2. Adjust XBIP (R92) and YBIP (R88) so that the displayed-box line width is %-inch or less.



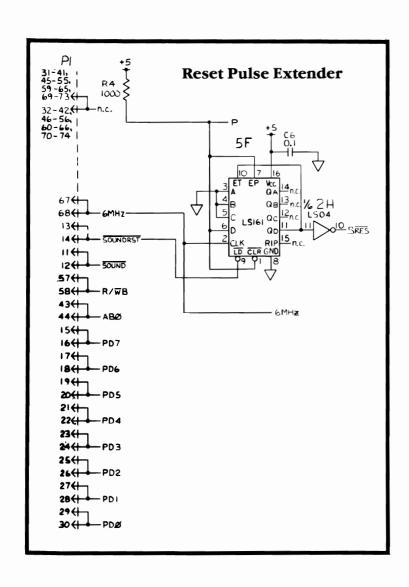
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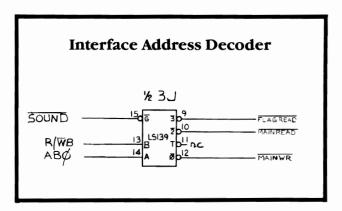
STAR WARS Analog Vector-Generator PCB

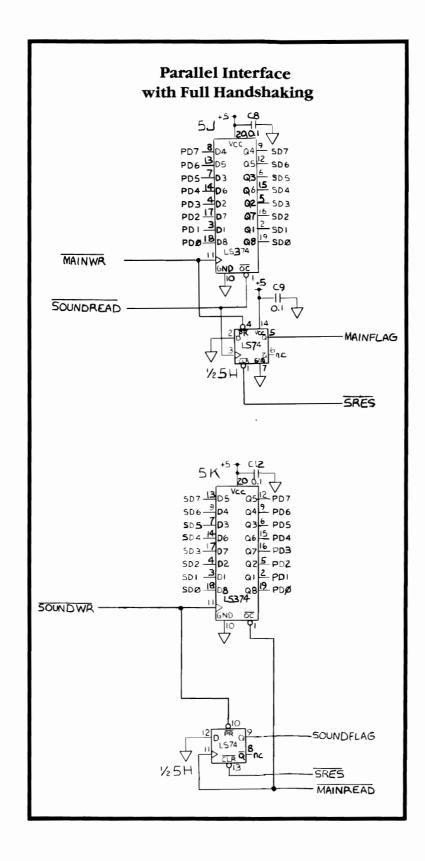


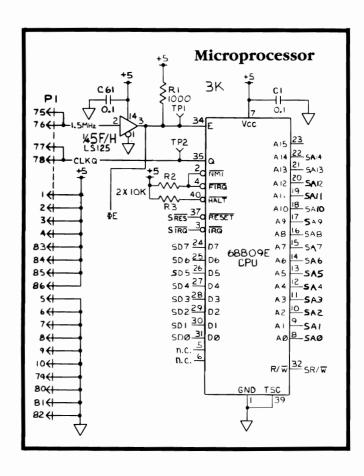
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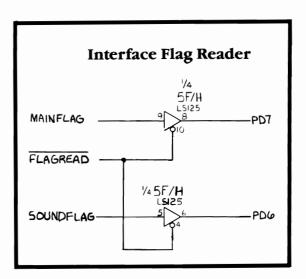
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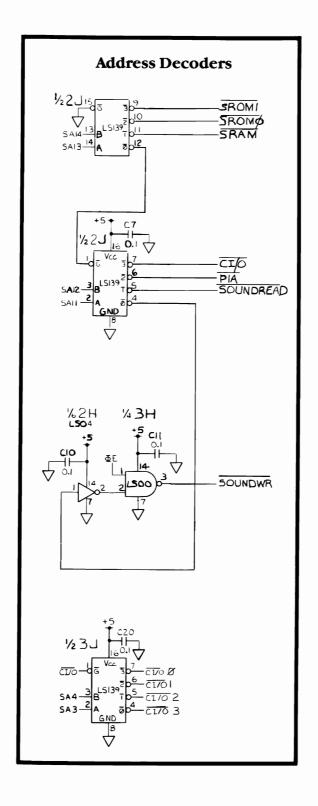


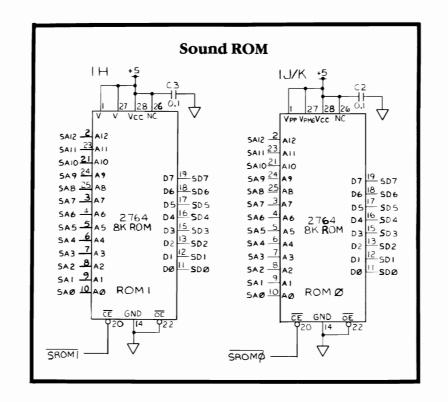
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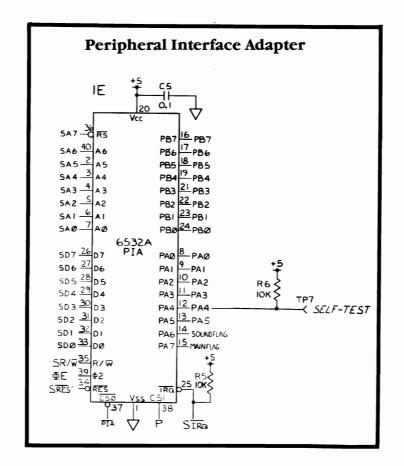
STAR WARS Sound PCB

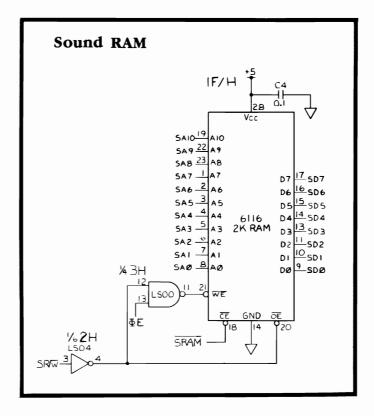


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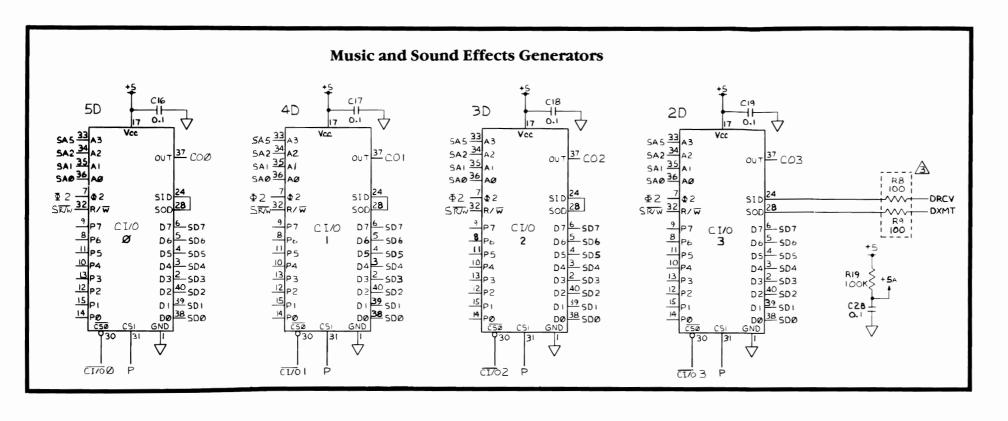


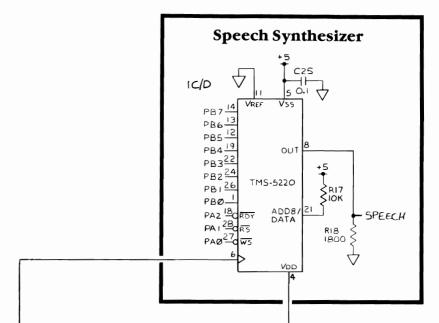
STAR WARS Sound PCB

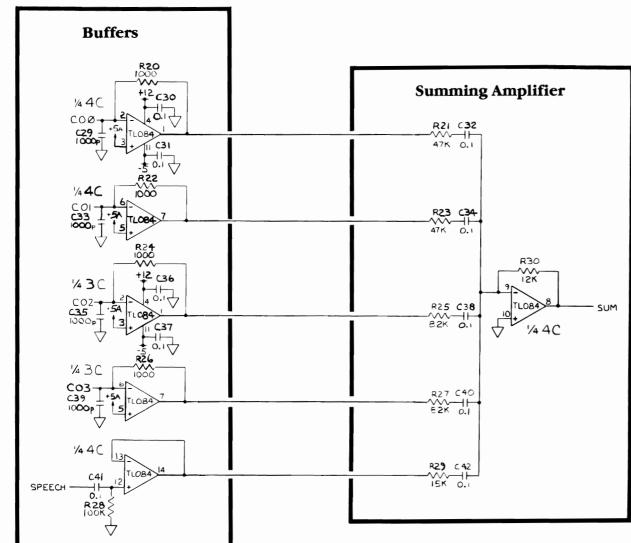


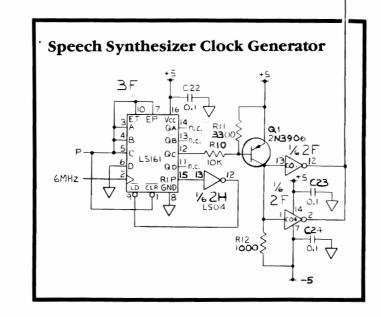
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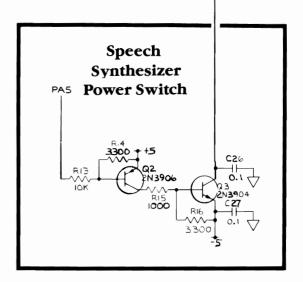
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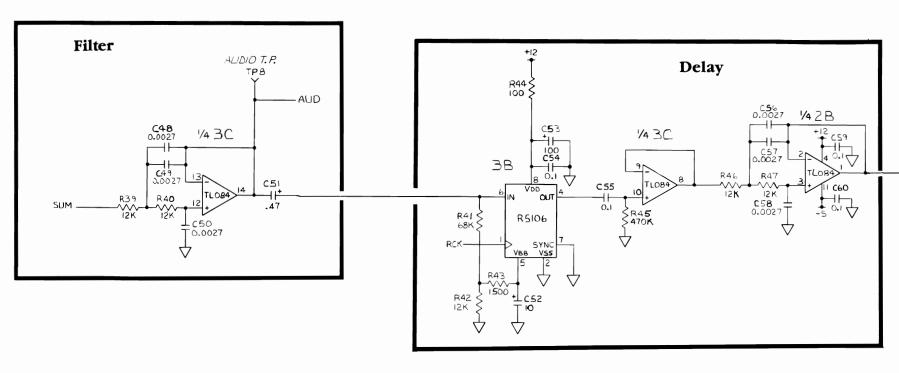


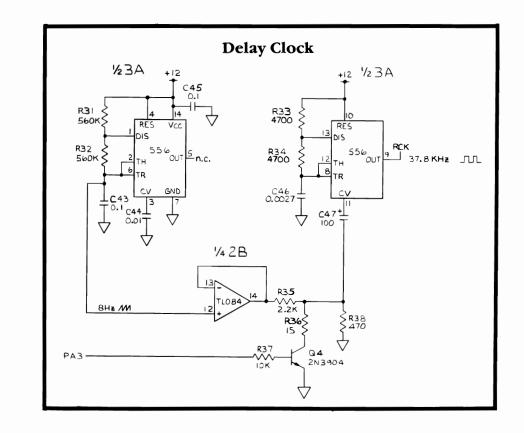
STAR WARS Sound PCB

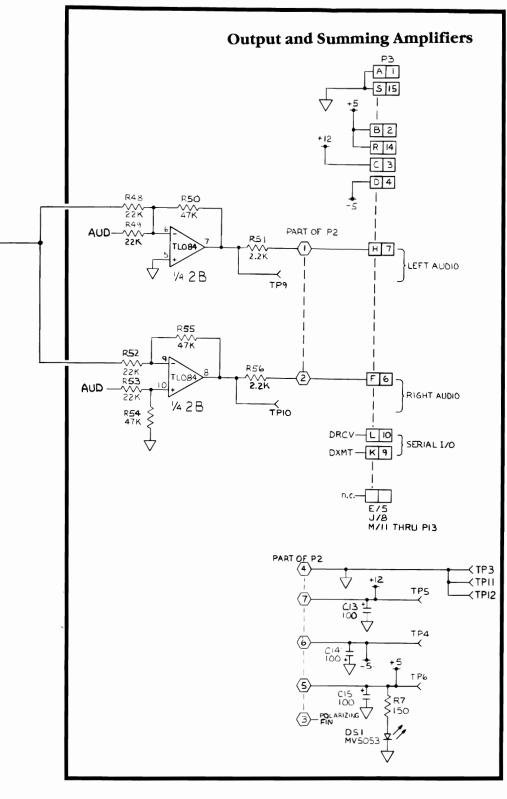


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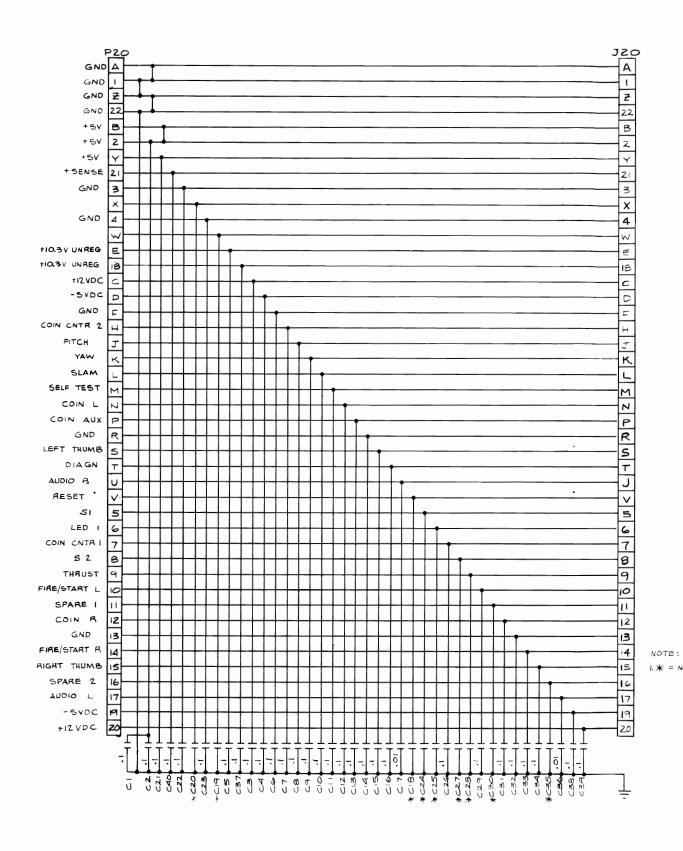


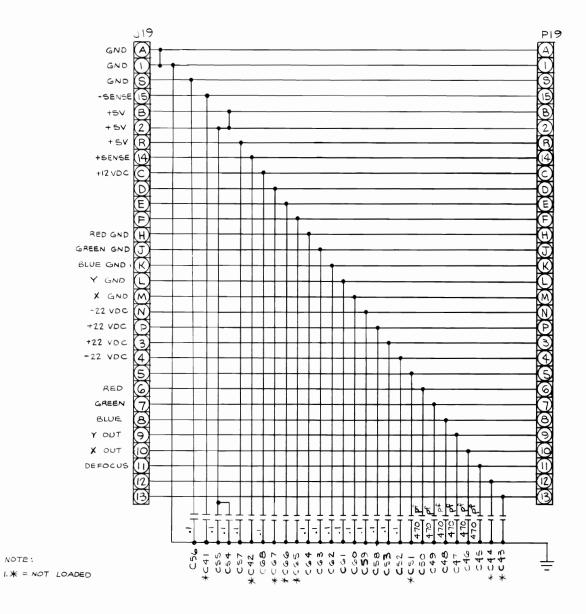
STAR WARS Sound PCB



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STAR WARS EMI Shield PCB



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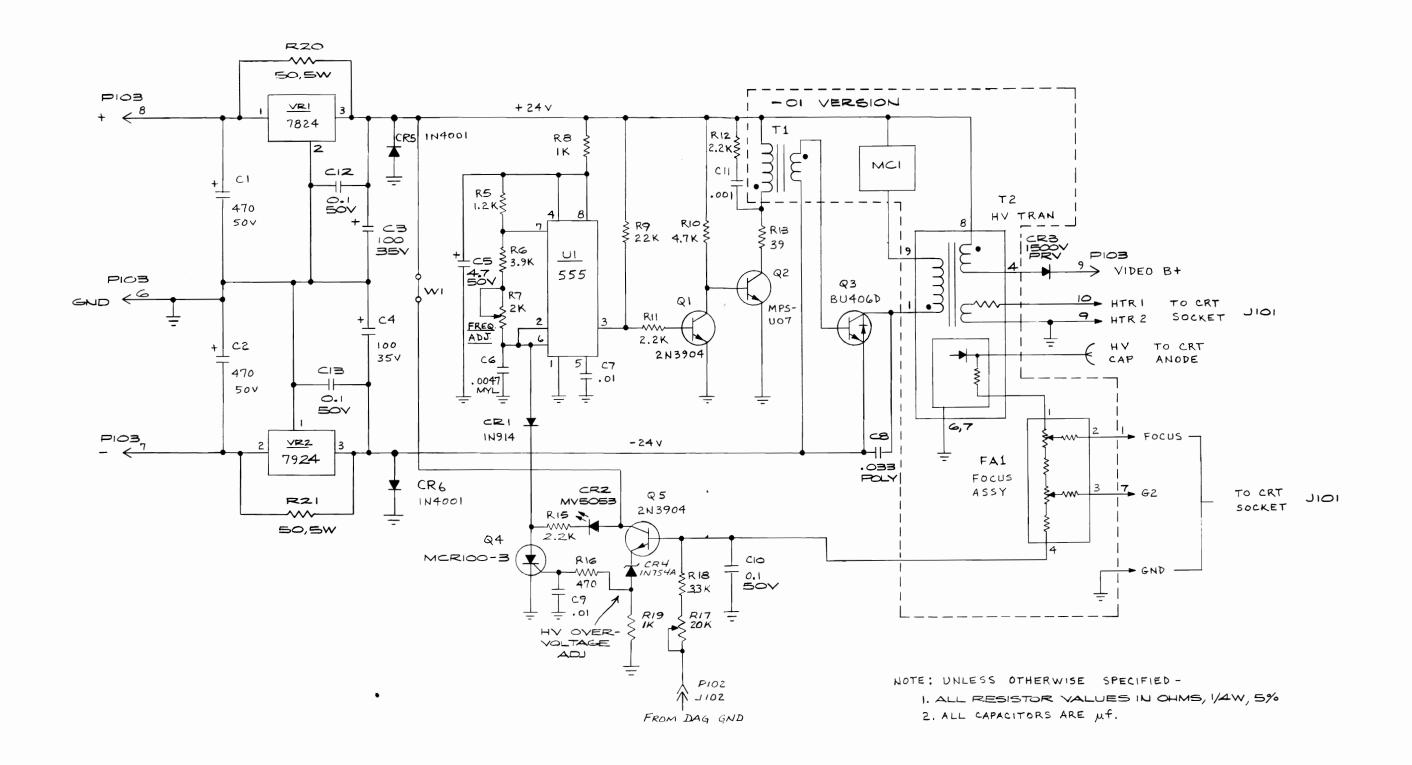
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STAR WARS Interconnect PCB



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STAR WARS Color X-Y High-Voltage PCB



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